

P A R K E R B R O T H E R S

# Mr. Do!<sup>®</sup>'s Castle

R U L E S

ATARI 5200<sup>®</sup> GAME SYSTEM

COLECOVISION<sup>®</sup> GAME SYSTEM

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## **Object**

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To keep MR DCP safe and moving to the next scene in his castle. To do this, help him eliminate deadly unicorns as possible by either whacking them directly on the head with his hammer, or by hammering out their blades from above so they land directly on top of the unicorns.

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## **Setting the Console Controls**

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### **For Atari 130E\* and ColorVision\* Game Systems**

1. Place the cartridge firmly into the cartridge slot
  2. Turn the ON/OFF switch to the ON position
  3. Press the FIRE button once to begin the action.
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## **The joystick**

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Use your joystick to move MR DCP through the castle. To make MR DCP move left or right, move the joystick in those directions. To make MR DCP climb up, push the joystick forward. To make MR DCP climb down, pull backward.

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## **The Fire Button**

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Press the FIRE button only when you want MR DCP to swing his hammer. You must press the FIRE button for each swing of the hammer.

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## **Playing**

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The hammer-tappy game begins as MR DCP enters the humble home through the basement. With Hammer in hand, he's ready to confront his invader head on. Climb MR DCP up and down ladders, down hallways. Even drop him off ledges or through openings in the floor but above all, keep him a safe distance from all the deadly unicorns. Qualite and here's gone!

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## The Screen

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In the game, there are different scenes (or screens)—each one somewhere in MR DOO's Castle. In each scene, there are 7 floors in the castle including the top and basement floors.

### Also 5000" Screen

To the immediate right of the castle, you'll see a set of numbers and bars. The numbers on top represent your score. The bars directly below these numbers represent the number of remaining MR DOOs. Each time you lose a MR DOO, one bar will disappear from the screen. Also, each time you earn a bonus enter in the word "DOO", it will appear to the right of the screen.

### Game/Video" Screen

To the immediate right of the castle, you'll see a set of numbers. These numbers on top represent your score. Beneath your score you'll see 5 flags. Each time you earn a bonus enter in the word "DOO", it will appear on one of these flags. Finally next to the flags you'll see small profiles of MR DOO's. These represent the number of your remaining MR DOOs.

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## Those Pesky Unicorns

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Whether they're red, blue, or green...these unicorns are all deadly. And they're all other MR DOO. But these are a few things about each color unicorn you'll find helpful:

### Red Unicorns

Yes, I said these hot fire guys first. But unfortunately—you should have the trouble eliminating them. On levels 1 and 2, if any unicorns are standing on a block, you can whack them directly on the head with your hammer. Or, simply level, drop blocks onto them. Even slow them down by homing them. Through openings in the floor once they've become trapped in a hole. The catch is, shortly after you've eliminated all of the hot red unicorns, you'll hear exchange in the background music, and—POOF!—next tune blue and double number (DOO! DOO! DOO! CHIRP). If you hit red unicorns on the head too many times with your hammer, they turn into green unicorns.

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### Green Unicorns

Yes, I realize that green unicorns are a bit more tacky than red unicorns, though not as tacky as blue ones. So be prepared.

**POUNCE POUNCE CHARGE!** If you hit green unicorns with your hammer, they'll turn into blue unicorns!

### Blue Unicorns

Blue unicorns are the best of them all and they're known to "stare" around things. They have the power to spit into two separate unicorns. One single blue unicorn can also spit into four-headed than the other color unicorns - which means you can't knock them through holes in the floor!

Each time you eliminate a unicorn, you earn points **DEPEND-ING** upon the number of floors they fall through (see **SCORING** section). When you eliminate **ALL** unicorns in a particular scene, you automatically advance to the next scene.

**NOTE:** On rare occasions, the unicorns may not find their way to Mf. Df. When Mf. Df. proceeds to a different floor, however, they'll track it and pursue!

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### Bonus Letter Unicorns

Inside the rest of the unicorns in Mf. Df.'s Castle, these creatures run about from Mf. Df. instead of running after him. You'll recognize you earn Bonus Letters for each time you collect them. When you've collected all items in a scene, **BOOM!** each time the door at the top of the castle, the unicorns will change to Bonus Letters. In the next five seconds, collect as many Bonus Letters as possible with your hammer or with bating breath. For each one you eliminate, you'll earn the corresponding letter in the word "LITSA." Spell LITSA and you win! (You'll Mf. Df. and advance to the next scene.)

**NOTE:** When time runs, Bonus Letter unicorns will change back into normal unicorns.

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### Mr. Df.'s Castle

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Mf. Df.'s Castle is not your average home. But then Mf. Df. is not your average clown. In any case, as you move about the castle, you'll need to know the following things:



### Ladders

For the first part, MR. DO (and the unicorn) use the more ladders throughout the castle to travel to different levels. But the dotted ladders are the ones to watch. These ladders swing left or right whenever MR. DO finds them. Just guide MR. DO over to the top of the swinging ladders, when he finds himself there, slowly they bring you down, so you can swing back down from a particular floor when you're one step or two ahead.

### Floor Blocks

You'll notice that there are 7 floors in MR. DO's Castle—including the top and basement floors—and that both MR. DO and the unicorn can travel on one of them. However, the middle 5 floors (excluding the top and basement) are made of power blocks featuring different items. These items are:

- **Cherries**—Cherries happen to be MR. DO's favorite treat. So, of course, he follows you going to be there with them. For each cherry block you knock out, you earn 20 points. Knock out all the cherry blocks in a room and you'll automatically advance to the next scene.
- **Keys**—Keys will definitely be the key here! MR. DO must knock out all the blocks featuring keys if he's to pass the door at the top of the castle and earn a bonus bonus bonus bonus! For each key block you knock out, you earn 20 points.
- **Bricks**—Bricks aren't really for Funt! But because you can't, you'll notice that in some cases, there are walls of either wood or particular section and floor. If there are unicorns somewhere in the middle of that section, and you knock out both subblocks, the entire section will drop—and be replaced by a dotted bridge. This is a good way to eliminate several unicorns in one fell swoop. You earn 20 points for each sub block you knock out!
- **Unicorn's Hooves**—When these unicorns fall into a hole in one of the floors, they like to fall in (so they won't get trapped the next time around). You can either knock out these blocks of the floor, earning 20 points for each.

### Castle Door

On the very top floor of the castle, directly in the center, you'll see a door. At the start of each scene, the unicorn will enter the castle from here. But when MR. DO has knocked out all the key blocks, the castle door will flash, meaning that all the unicorns are on their way. If MR. DO reaches the door without being gotten, you'll earn bonus points—plus a chance to collect bonus letters!

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## Game Difficulty

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There are 5 different scenes and 15 different Difficulty Levels within the 500+ levels - each more difficult than the one before. In general as you progress through the various scenes, the following things will happen:

- More unicorns will appear onscreen
- Unicorns will become more aggressive
- Loaders and floor blocks will change positions

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## End of Game

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When you lose all of your MR DOLs the game ends. To play again, simply press the F10 button. The game will begin at scene 1 and you'll receive 5MR DOLs.

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## Scoring

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### Eliminating Unicorns

#### Each Unicorn & Bonus Unicorn Killing:

0-1 levels	100 points
2 levels	150 points
3 levels	150 points
4 levels	200 points
5 levels	250 points

#### Scene Unicorns Killing:

0-1 levels	1000 points
2 levels	2000 points
3 levels	3000 points
4 levels	4000 points
5 levels	5000 points

#### Blue Unicorns Killing:

0-1 levels	1000 points
2 levels	3000 points
3 levels	4500 points
4 levels	6000 points
5 levels	7500 points

#### Knocking out floor blocks

20 points each

#### Opening the castle door

1,500 points (Scene 1)

500 (additional)

each successive scene

(Maximum of 2000 points)

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